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**PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* BERBANTUAN
HAPPY READING BOARD (HAREBO) TERHADAP MINAT MEMBACA SISWA
KELAS IV SD NEGERI LANGENSARI 04**

ABSTRAK

Penelitian ini dilatar belakangi oleh rendahnya minat membaca siswa yang di sebabkan kurangnya inovasi dalam penerapan model dan media pembelajaran di kelas IV SD Negeri Langensari 04. Tujuan dari penelitian ini adalah untuk mengetahui perbedaan dan pengaruh model pembelajaran *Game Based Learning* (GBL) berbantuan *Happy Reading Board* (HAREBO) terhadap minat membaca siswa. Metode penelitian menggunakan pendekatan kuantitatif dengan teknik *Non Probability Sampling* di mana pengambilan sampel menggunakan *Puposive Sampling*. yang terdiri dari 2 kelas yaitu siswa kelas IV A dan IV B SD Negeri Langensari 04. Bentuk yang dipilih oleh peneliti yaitu *Quasi* eksperimen adalah *Non Equivalent Control Group Design*. Pengumpulan data dengan teknik non tes meliputi angket *pre test* dan *post test*, observasi, dokumentasi, dan wawancara. Teknik analisis data yang digunakan adalah Uji *Independent Sample T-Test* dan Regresi Linear Sederhana. Hasil penelitian menunjukkan (1) Terdapat perbedaan minat membaca siswa dengan model *Game Based Learning* berbantuan media *Happy Reading Board* (HAREBO) dengan yang tidak menggunakan media *Happy Reading Board* (HAREBO) dibuktikan dengan hasil Uji *Independent Sample T-Test* menunjukkan nilai signifikansi sebesar $<0,023 < 0,05$. (2) Terdapat peengaruh dalam penggunaan model pembelajaran GBL berbantuan *Happy Reading Board* (HAREBO) terhadap minat membaca siswa, dengan hasil uji regresi linier sederhana menunjukkan nilai signifikansi sebesar $0,001 < 0,05$. Berdasarkan hasil penelitian, dapat disimpulkan bahwa terdapat perbedaan yang signifikan antara kelas eksperimen dan kelas kontrol, yang di mana kelas eksperimen memiliki rata -rata 80% sedangkan kelas kontrol memiliki rata – rata 75,73%. Hasil tersebut menunjukkan bahwa nilai yang diperoleh pada kelas eksperimen lebih tinggi dibandingkan kelas kontrol. Penggunaan model pembelajaran *Game Based Learning* berbantuan *Happy Reading Board* (HAREBO) berpengaruh terhadap minat membaca siswa sebesar (nilai *R Square* 0,878 atau 87,8%) selebihnya sebesar 12,2 % dipengaruhi oleh faktor lain.

Kata kunci: *Game Based Learning, Happy Reading Board (HAREBO), Non Probability Sampling, Purposive Sampling, Quasi Eksperimen, Non Equivalent Control Group Design.*

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**THE EFFECT OF THE GAME BASED LEARNING MODEL ASSISTED BY THE HAPPY
READING BOARD (HAREBO) ON STUDENTS' READING INTEREST OF GRADE IV
STUDENTS AT SD NEGERI LANGENSARI 04**

ABSTRACT

This research is motivated by the low interest in reading among students caused by the lack of innovation in the application of learning models and media in class IV of SD Negeri Langensari 04. The purpose of this study is to determine the differences and effects of the Game Based Learning (GBL) learning model assisted by the Happy Reading Board (HAREBO) on students' interest in reading. The research method uses a quantitative approach with a Non-Probability Sampling technique where sampling uses Purposive Sampling, which consists of 2 classes, namely students of class IV A and IV B of SD Negeri Langensari 04. The form chosen by the researcher, namely Quasi-experiment is Non-Equivalent Control Group Design. Data collection with non-test techniques includes pre-test and post-test questionnaires, observation, documentation, and interviews. The data analysis technique used is the Independent Sample T-Test and Simple Linear Regression. The results of the study showed (1) There is a difference in students' reading interest with the Game Based Learning model assisted by Happy Reading Board (HAREBO) media and those who do not use Happy Reading Board (HAREBO) media, as evidenced by the results of the Independent Sample T-Test showing a significance value of $<0.023 < 0.05$. (2) There is an influence in the use of the GBL learning model assisted by Happy Reading Board (HAREBO) on students' reading interest, with the results of a simple linear regression test showing a significance value of $0.001 < 0.05$. Based on the results of the study, it can be concluded that there is a significant difference between the experimental class and the control class, where the experimental class has an average of 80% while the control class has an average of 75.73%. These results indicate that the value obtained in the experimental class is higher than the control class. The use of the Game Based Learning learning model assisted by Happy Reading Board (HAREBO) has an effect on students' reading interest by (R Square value of 0.878 or 87.8%), the remaining 12.2% is influenced by other factors.

Keywords: Game Based Learning, Happy Reading Board (HAREBO), Non Probability Sampling, Purposive Sampling, Quasi Experiment, Non Equivalent Control Group Design.